



Skywind Application

TESRenewal Username: Casterial

Country of Residence: US

Timezone: UTC -08 (Pacific Time)

Interested in: Coding/Scripting/Mechanics, I can do certain design

Level of Commitment: Moderately active

Skills and Experience: I'm currently majoring in Game Design Engineering and work on a small studio of about 30 people creating a game for the local transit. I'm a full time student expecting to graduate sometime this year with a 3.2 GPA. I can work in Unreal, LumberYard, and Unity. I also know C#, C++, Python, LUA, and can easily learn Papyrus. I also know WebGL / OpenGL and learned directly from Dave Shreiner (Director of VR at Unity). All my spare time I do nothing I can easily put toward this project. It's also a nice experience to have. Currently I know Git, and also understand UI like SourceTree for Git.

Below my links are showing: Portfolio website, GitHub, and my

cat(ENJOY!!!!)

Proof of Skill(s): <http://www.loganshelton.com/>

Proof of Skill(s): <https://github.com/LShelton/>

Proof of Skill(s):

https://scontent.xx.fbcdn.net/v/t1.0-9/15698348_125402484625379_1374702597764839874_n.jpg?oh=8b934c8255ca6a6b07442b0d8d6ed1ea&oe=5943A092